As shown in Figure 1, the system uses a plurality of video cameras C1, C2...Cn, disposed around a facility to view scenes of interest. Each camera captures the desired scene, digitizes the resulting video signal at a dedicated encoder E1, E2...En, respectively, compresses the digitized video signal at the respective compressor processor P1, P2...Pn, and sends the resulting compressed digital video stream to a multicast address router R. One or more display stations D1, D2...Dn may thereupon view the captured video via the intervening network N. The network may be hardwired or wireless, or a combination, and may either a Local Area Network (LAN) or a Wide Area Network (WAN), or both.

(2.)   Please amend paragraph 38, page 7 as follows:

[0038] When invoking Media Player to view the streaming camera video, it is first necessary to inform Media Player of the file length. Since the camera produces a stream rather than a discrete file, the file length is undefined. In order to overcome this problem all of the Media Player's 63-bit file length variables are set to 1. Media Player compares this value to a free-running counter that counts ticks of a 10 MHz clock. This counter is normally initialized to zero at the beginning of the file. Given 63 bits, this permits a maximum file length of approximately thirty thousand years, longer than the useful life of the product, or presumably its users. This effectively allows the system to play streaming sources.

(3.)   Please amend paragraph 41, page 8 as follows:

[0041] Any given source of encoded video may be viewed by more than one client. This could hypothetically be accomplished by sending each recipient a unique copy of the video stream. However, this approach is tremendously wasteful of network bandwidth. A superior approach is to transmit one copy of the stream to multiple recipients, via Multicast Routing. This approach is commonly used on the Internet, and is the subject of various Internet Standards (RFC's). In essence, a video source sends its video stream to a Multicast Group Address, which exists as a port on a Multicast-Enabled network router or switch. The router or switch then forwards the stream only to IP addresses that have known recipients. Furthermore, if the router or switch can determine that multiple recipients are located on one specific network path or path segment, the router or switch sends only one copy of the stream to that path.

(4.) **Please delete paragraph 47, page 9 without prejudice.**

(5.) **Please amend paragraph 53, page 11 as follows:**

[0053] Streaming video signals tend to be bandwidth-intensive. The subject invention provides a method for maximizing the use of available bandwidth by incorporating multiple resolution transmission and display capabilities. Since each monitor is capable of displaying up to 16 separate video images, the bandwidth requirements of the system can potentially be enormous. It is thus desirable to minimize the bandwidth requirements of the system.

(6.) **Please amend paragraph 55, page 12 as follows:**

[0055] Referring now to Figure 4, when the user has configured the video display area to display a single image, that image is obtained from the desired encoder using the higher-resolution, higher-bitrate stream. The same is true when the user subdivides the video display area into a 2 x 2 array; the selected images are obtained from the high-resolution, high-bitrate streams from the selected encoders. The network bandwidth requirements for the 2 x 2 display array are four times the bandwidth requirements for the single image, but this is still an acceptably small usage of the network bandwidth.

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